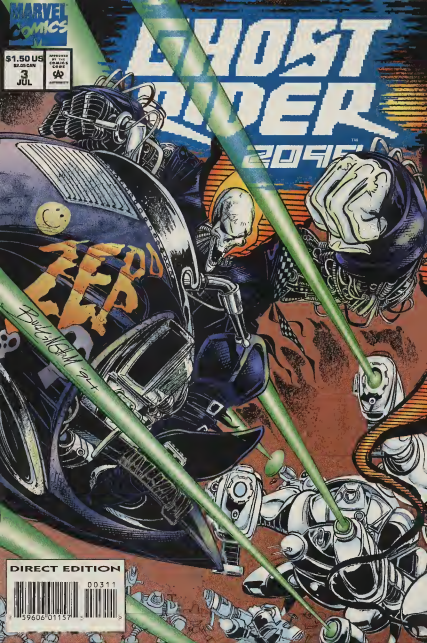


MARVEL
COMICS

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BY THE
FEDERAL
COMMISSION
ON
ARTISTRY

GHOST RIDER 2095



DIRECT EDITION



00311

59606 01157

CENTRAL SECURITY
SYSTEMS A.T.A.C
(ADVANCED TACTICAL ARMORED COMBAT)
UNIT STATUS:
POSITIVE I.D. LAWBREAKER
#77193/XT 'GHOST RIDER'

ISSUING STANDARD
WARNING AS PER
REGULATION #23177/B

CHECK
A BOX,
PERP.

EASY --

-- OR
HARD.

GUESS.

THROR



ATAC COMMAND
STATUS UPDATE:
VIOLATION OF CSS
CRIMINAL STATUTE
#112/12/59
("RESISTING ARREST")

PERPETRATOR
ENGAGED;
APPREHENSION
IN PROGRESS.

SKATAZAM

SEARCH#DESTROY

LEN KATINSKI WORDS CHRIS DUCHARD GROSS INK MARK DUCHINGHAM
STARKING/LETTERS CHRISTIE SCHEELA COLORS LISA EVAN BOBBIE CHASE
COMICRAFT W/HEROIC AGE SKOLNICK SPIDER-PAINT TOM DeFALCO

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Scanned By GOTHMAN
For The HaCSA 2002 Halloween Flood





MAY AS
WE'LL PUT THAT
'LECTROSAW AWAY
AND COME QUIETLY.
CHROME JOB.

THESE
SUITS'VE GOT A
SEMI-FRICTIONLESS
POLYCARBON ARMOR
COATING -- NEED A
MONOMOLECULAR
EDGE TO CUT IT.



YOU
MEAN, LIKE A
MORPHABLE
NANOMER
ALLOY?

MAJOR
COINCIDENCE.

JUST SO
HAPPENS --



I
GOT
ONE ON
HAND.



CRASH



CODE RED:
OFFICER DOWN.

GHAANK

PERPETRATOR
THREAT INDEX
UPGRADED TO
12.



TACTICAL
RESPONSE:
DEPLOYING
ADDITIONAL
UNITS.

DISPATCH
COMMAND:
D-19
STREETSWEEPER
TO SECTOR 17.

KA
CHOOM
CHOOM
CHOOM

SKAAM

THRAAM

SKRAZASH

ENHANCE
TELEPHOTO
x50

SHOCKIN'
TERRIFIC.

SURRENDER.

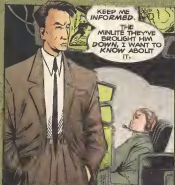
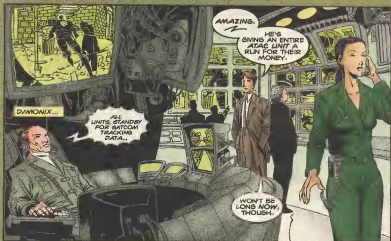
BITE
RATS,
JACK.

I'M
GUTTA
HERE

WARNING
SYSTEM
EMERGENCY:
RESERVE
POWER 50%

NO
FURTHER
WARNINGS.

PERPETRATOR
IN RETREAT.
PURSUIT IN
PROGRESS.



SHORTLY...

CATASTROPHIC
CEREBRAL TRAUMA
FROM NEURAL OVERLOAD.
HIS BIOCHIP IMPLANT'S
NOTHING BUT MOLTEN
JUNK.

NUMBER
ONE IS
A DEAD
LOSS.

ADD THAT
TO THE POST-
MORTEM CELLULAR
DECAY, AND THERE'S
NO CHANCE FOR EVEN
MINIMAL MEMORY
RETRIEVAL.

WORTH
LESS
GUTTER
TRASH.
GOOD
RIDDANCE.

NUMBER TWO'S
MORE OR LESS
IN ONE PIECE,
THOUGH.

WE'RE JUST
STARTING
HOLOMEMORIC
EXTRACTION.

WE'RE
TAKING HIM
BACK --

CRACKED
THE REEOP
SEAL

-- TO THE
NIGHT OF THE
INCIDENT.

BYPASSIN
OBSCAYS

GOT
IT.

WE'RE
IN.

ALL
YOURS,
ZEROMAN.



IF YOU
THINK YOU
CAN HANDLE
IT.

RIP
YOURSELF.
WAREWOLF.

I
CAN SURF
DATA ALL
DAY.

ON
LOCAL CALLS,
SURE. THIS IS
DIFF. YOU
VID?

PHRACK.
AINT KIDDIN'.
ZERO -- THAT'S A
FIBBOP TRUNKLINE
YOU'RE JAMMIN'
WITH.

YOU
DONT SURF
THE INFLOW
FAST AND
DENSE, YOU
DROWN.



-- BIG.

AND READ-
PROTECTED
LIKE CRAZY.

GONNA
HAVE TO
DOWNLOAD
TO DISK TO
DECRYPT.



KA-
THRAK



NNGHK



DUKE



ARTIFICIAL
KIDZ!

FADE,
ZEROMAN --
WE'RE
NAILED!



SKKRA-
SH



COCHRANE'S THE
BIT TRACKER --
IT'S HIS IMPLANT
WE WANT!

GET
HIM!!

WHOK



END

THESE
MNEUMONIC
RECONSTRUCTIONS
ARE QUITE
SOMETHING.
DON'T YOU
THINK?

TOO BAD
THIS ONE
ISN'T MUCH
USE TO
US.

THE
UNPLEASANT
FACT IS, THE
LIVE ONE DOESN'T
KNOW WHERE THE
DATA PACKET IS,
AND THE DEAD
ONE'S BEYOND
INTERROGATION.

AH, WELL.
I SUPPOSE WE
SHOULD BE
GRATEFUL THAT
YOUR DEPARTMENT
LOBBED THE
INTRUSION.

DETERMINING
THE ID CODES
OF THE SPECIFIC
DATA PIRATES WAS
A PARTICULARLY
DEFT PIECE OF
WORK, I MUST
SAY.



AH...
THANK
YOU,
SR.

IF ONLY THE
MERCENARIES
WE Hired TO
APPREHEND
THEM WERE AS
DEPENDABLE.



IT'S THE
CHANCE ONE
TAKES, HIRING
THE LOWER
CLASSES.

UNFORTU-
NATELY, IT'S
OCCASIONALLY
NECESSARY.

EFFICIENT AS C&S
IS, THERE ARE SOME
SECTIONS OF THE
CITY WHERE THEIR
PRESENCE DRAWS
MORE ATTENTION
THAN IS
DESIRABLE.

BURN
THEM ALL
OUT, I
SAY.

IN TIME
HARRISON.
IN TIME.







BUT THE JOLT
FROM THE ANTIWEB
WOKE ME RIGHT
THE SHOCK UP.

UNLESS I WANTED TO
LET THEM DOWNSIZE MY
FUTURE INTO A FOOT-
NOTE, IT WAS TIME
TO QUIT SCREWING
AROUND.



SKA-
BLAM!

SKRAAAAAAAAAAAAA

SUSH RLOOOSH

THIRTY
SECONDS.

MAYBE A
MINUTE AND
A HALF.

THEN I'D
HAVE
COMPANY.

BUT I'D
DITCHED
LINE-OF-
SIGHT --

-- AND
THAT --

-- WAS ALL
I NEEDED.

SUSH

PIEPOCKET'S IN
LITTLE LALCUTTA
DON'T HAVE AS
MANY TRICKS AS MY
HARDWARE DOES.

TWO WORDS.
PIAL CON-
FIGURATION.

COMBAT
-- AND
COMPACT.

THE
SOLIDOGRAM
CAMOUFLAGE
SYSTEM CAN
BE PROGRAMMED
WITH IMAGE
FILES FROM
RESIDENT
MEMORY.

WHICH MEANT
I COULD CALL
UP AN OLP
FAVORITE --

-- IN WITH
THE OLP.

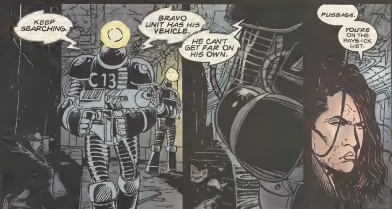
-- AND MAP IT
RIGHT ONTO
MY SURFACE.

IN OTHER
WORDS, GUT
WITH THE
NEW --

WAIT...
SOMETHING...

NAH.

JUST A
DOWNRAMP
RAT, SLEEPING
IT OFF.



KEEP
SEARCHING.

BRavo
UNIT HAS HIS
VEHICLE.

HE CAN'T
GET FAR ON
HIS OWN.

PUSSASS.

YOU'RE
ON THE
PAYBACK
LIST.



IT'S GOOP TO
HAVE THINGS
TO LOOK
FORWARD TO.

FIRST, THOUGH, I
HAD TO ARRANGE TO
FEED THE MACHINE
WHILE I STILL HAD
ENOUGH JUICE TO PASS
FOR MEATWARE.

WOOOOWOOOOWOOO



AH
NO.

WwoooWwooo



SOMEPOPY
WAS ABOUT
TO HAVE A
FAP PAY.

BUT
WHYEVER
IT WAS --



-- IT WASN'T
MY PROBLEM.

LISTEN
UP, MENE



THIS IS A
CODE 2117, WITH
CORPORATE
INTERROGATION
PRIORITY

SO NO
UNNECESSARY
FATALITIES.



OPEN UP!
CENTRAL
SECURITY!

CHUCK
DON'T
SURF

THUPKLUPBUDUP



FREEZE!

YOU'RE
UNDER
ARREST!

OH,
SPEW.



THE BAR
CODE.

ZEDBOY!

WHERE
YOU BEEN,
MON?

THE
WHOLE
WORLD, THEY
THINK YOU BE
DEAD.

WHAT
MAKES YOU
SO SURE
I WASN'T,
ZED?

ANESTHESIA
AROUND?

BOSS
LADY JONES.
SHE IN HER
OFFICE.

VBIP

SEND
HIM IN,
C-GRAM.

WISH SHE
WOULDN'T
DO THAT.

YOU GOT
"I WANT" ALL
OVER YOU,
COCHRANE.

WHAT
IS IT THIS
TIME?

BULLPEN COMICS BULLETINS

QUESTION OF THE MONTH

What is your favorite memory of collecting comics from when you were a child?

Jeff Albrecht (X-MEN ADVENTURES inker): "My favorite memory of collecting comics when I was a kid was finding a back issue of the **FANTASTIC FOUR** in some obscure comic book store that was about as well-organized as your family junk drawer!"

Ralph Cabrera (MORBIUS inker): "One that I remember is meeting Jim Shooter at a convention back in 1978. I also got to meet Mike Zeck. John Byrne was there, as well, and it was the first time he ever talked to me. I'll never forget his words. He said, 'Hey, kid — get out of my light!'"

Rob Tokar (NEW WARRIORS editor): "I ordered a comic from Cooke Crip cereal. It turned out to be a really hot collector's issue. It was an issue I missed on the stands — the one where Spider-Man changed his costume!"

Mark McKenna (PUNISHER inker): "My favorite childhood memories are of Mary Jane Watson! She would just make my hormones go into overdrive! It's weird having a fixation on a cartoon character, but the way John Romita drew her was spectacular!"

Ruggie Jones (penciler of "Vengeance" in MARVEL COMICS PRESENTS): "My favorite childhood memory of collecting comics is from 1978. Stan Lee did a signing at a book shop in London. I was 14, and I was there in my school uniform. I stood in the rain for three hours with my mates. The signing was supposed to end at 7:00, but there were still hundreds of people in line. Stan stayed until the last person got an autograph. I still remember the comic he signed for me — it was **CAPTAIN BRITAIN #17**!"

Nick Neapolitano (MORBIUS penciler): "At the age of 15, I met Alex Sarnak, who was (and still is) drawing **WEB OF SPIDER-MAN**. I went crazy with my allowance and bought three pages of original art from him. One of them was a big Hobgoblin splash page! He was really nice to me. He was the first person that really made working in comics a reality to me."

Lynette Brust (assistant editor): "My grandfather and all my uncles worked at a paper mill. They used to bring home comics for me and my sisters to read. [My sister Debra just joined the Marvel staff!] But we always had to give them back, because the paper had been sold! My favorite was the Hulk, since he was on TV at the time!"

Craig Anderson (SILVER SURFER editor): "Probably the thing I remember most is those terrific monster stories by Jack Kirby and Steve Ditko from the 1950s. I was pre-super-hero! And then I discovered girls!"

Kelly Cervase (editor): "I used to collect **Teen Titans**. I could only afford one comic, since I had a \$1.50 a week allowance. I would walk for 2 and 1/2 miles on the backroads of Hershey, Pennsylvania to a comic shop. I'd walk two hours just to read one comic book! I did this for five years!"

Fred Harper (DR. STRANGE inker): "I remember copying pictures out of the comics — the action shots! Conan was my favorite!"

HYPE BOX

Get ready for the greatest G.I. JOE extravaganza of them all! This week marks the debut of **G.I. JOE #150**, a 48-page actionfest in which Snake-Eyes goes one-on-one with Cobra Commander! Writer Larry Hama put it best when he said, "Snake-Eyes dances the night tango on Cobra Commander's ugly masked mug!" This art for this issue is by Phil Gustier and Chip Wallace, with awesome pin-ups by surprise superstar!



Mark's Reminiscences

Once a year all of Marvel's editors steal away from the office for a few days to attend an editorial retreat. Our purpose — to hang loose, bond with each other, play wiffleball, and — oh, yes — discuss things we often don't have time to delve into in our work-choked days on the job. You know, things like our publishing philosophy and how to improve the online line.

I thought I'd share with you my notes on one of the topics we discussed. Aspiring comic writers, take special note.

"What Every Good Marvel Story Should Have"

1. Interesting characters
2. Events propelled by the characters' specific actions and reactions
3. Multi-level conflicts (physical/emotional/mental/spiritual/symbolic, etc.)
4. Character revealed by decisive actions and tough decisions
5. Character development/growth/progression
6. Visual, action-oriented stories
7. Sense of wonder
8. Resolutions with the sense of hope
9. Insight into some aspect of the human condition
10. Some unique element — something never before seen

There it is. A blueprint for doing stories the way Marvel likes them. Am I worried that now everyone knows the secret and can capture the Marvel magic at will? Nah, we came up with yet another top ten list, "What Really Good Marvel Stories Should Have," and it's totally different from the above!

Mark Gruenwald

— Mark Gruenwald

NEWSNOS

AVENGERS #375: The Bieks Panther is back! — but is he friend or foe? By Henry Jones/Pameli

AVENGERS ANNUAL #25: The Titan called Typhon comes on like a typhoon! By Thomas/Guicciardi

BEAVIS & BUTT-HEAD #8: Hey Beavis — let's join the track team! Hit hully. By Lucky/Perket

BRATS SQUARE #2 OF 4: The Brats leave the evil Never. By Mills & Scheraga/Scott & Fawcett

CONAN THE ADVENTURER #2: The madliest man of the mark of Mord. By Thomas/Kayne/et

CONQUERORS #2 OF 4: Belidor must lead a planet. It's Ayns-wild! By Collins/Johnson/Silver

COSMIC POWERS #3 OF 4: Will Merg pledge allegiance to Tyrant? By Marc/Griinberg

DOOM 2000 #18: Do you dare enter the Savage Land 2000? By Moore/Brookhouse/Bryant

EXCALIBUR #79: Eternel! Secrets are revealed about the new Captain Britain. By Ashford/Luckley/Ellet

GHOST RIDER 2008 #3: GR 2008 hunts the demons of his alter ego! By Kaminski/Schick/Buckingham

G.I. JOE #150: When serpents crawl! Snake-Eyes takes on Cobra Commander! By Hama/Gosier/Wallace

INCREDIBLE HULK #418: Talos the Tamed has a death wish! By Davis/Cruz/Sinait

MARVEL AGE #136: Who will Punisher team up with next? It's a choice! By

MARVEL TALES #207: Silver Sable must put Jack O'Lantern's lights out! By DeMarco/Losordo/Colletti

NIGHTSHIRT UNLIMITED #8: Or Strange vs. Vannie — limo time! By Conn/Silverstein & Cean & Timmy!

MORBIUS #23: Spider-Man helps put a dog to slaughter! By Wright/Neapolitano/Cabrera!

NOVA #7: Nova has saved Alermore's world — now can he save ours? By Nickolas/Merrett/Stephansen

PUNISHER #52: Frank fights like a cat & dog against Ruler! By Givory/Hugh

REN & STIMPY SUMMER JOBS SPECIAL #1: The boys get work as house pets and stuntmen! By Boyett/Mechonery

ROCKY'S MODERN LIFE #2: Rocky's got worms, and Rocky's got the cure! By Lovenshield & Cowan/Walk & Lasker/Pelick

SACRETOOTH CLASSICS #3: Unleashed against Lake Cegal! By Duffy/Cowan/Mitchell

SPOKE MAN #40: It's getting glorious, with Denning/Gold and

Hobgoblin! By Nickolas/Lyle/Marvel

SPIDER-HAWK MAGAZINE #4: Easy to read X-Men & Spider stories for you!

TRANSFORMERS: GENERATION 2 #9: The Autobots/Decepticon alliance closes in! By Furness/Galen & Yonghe/Henheit

WAKELOCK & THE INFINITY WATCH #98: Adam is ready in love with Myster! By Skott/Galen

WHAT IF... #25: War Machine is Using Laser! Who wins? YOU decide! By Skott/Galen

X-MEN #54: The Beast bursts into Mr. Sinister's secret lab! By Moore/Kuzborsky

X-MEN 999 #10: Would you date a girl named Lancelot? By Moore/Lyn/Gardner III

X-MEN ADVENTURES VOLUME 2 TPB: Cable jumps in! By Moench/Wideman & Galtieri

COUPLE HOURS
STRAIGHT VOLTAGE,
TAP-DIRECT,
MAX FEED.
IN PRIVATE.

WEIRD.

EXPENSIVE.

BUT
DO-ABLE.

Uhm...

I'M A LITTLE
LOW ON HARD
CURRENCY
RIGHT NOW.

THAT'S
NEWS?

MAYBE
WE CAN
STILL
TALK.

JAWWED
STRANGE THINGS
GOING ON IN THE
TOWN LATELY, EVER
SINCE THE MARTYR'S
GOT RAMBOSD.

GOT
EVERYTHING
TO DO WITH
YOU, I THINK.

BIZ LIKE MINE,
IT PAYS TO STAY
INFORMED.

INFO-DUMP
ME, AND I'LL
SET YOU
UP.

I'M NOT THROUGH
PUTTING THE
PIECES TOGETHER
MYSELF.

NEED THAT
CHARGE TO
FINISH THE
JOB.

DONE.

SET ME
UP FIRST,
AND YOU
GOT A DEAL.

SPSSSHH



AND THAT WAS
HOW YESTERDAY
SHOOK DOWN.

FOR THRILLS,
CHARGING UP
\$UCKS --

-- BUT IT'S
GIVEN ME TIME
TO DO SOME
RECOMPILING.

BEEN ONE LONG-
WHITE HEAT SINCE
I UNLOADED BACK
TO THE WORLD.



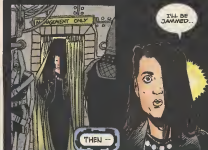
NEED TO
QUIT MULTI-
TASKING --



-- AND SETTLE
THE MAIN FIZ.



FIRST, GET
MY FIRE
BACK.



I'LL BE
JAWWED...

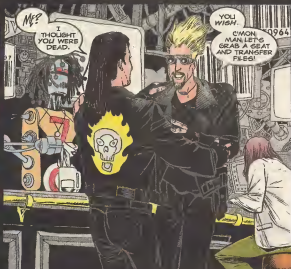
THEN --



WAREWOLF?!



I
THOUGHT
YOU WERE
DEAD!



-- AND I DON'T
REMEMBER
ANYTHING
AFTER
THAT.

THE
WHOLE
PAST WEEK
IS A BAD
SECTOR.

SIDE
EFFECT OF THE
MYCOTOXIN,
PROBABLY.



I
GUESS...

BUT HBY--
WHAT'S
YOUR
STORY?



OH, MAN,
YOU ARE NOT
GOING TO
BELIEVE IT.

C'MON.
I GOTTA
SHOW YOU
SOMETHING.
BUT NOT
HERE...



"...OUTSIDE."

WATCH
THIS.

A detailed comic book illustration of a red, mechanical dragon. The dragon has a long, segmented body with a ribbed texture, multiple large, dark eyes with red pupils, and a long, pointed snout with sharp teeth. It is shown in a dynamic, coiled pose. A speech bubble in the upper left corner contains the text "MISSION OBJECTIVE: TERMINATE.".

MISSION
OBJECTIVE:
TERMINATE.

NEW **SAVAGE** **AND** **UNNATURAL**